Amirali Bavafa

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[LinkedIn](#) | [GitHub](#) | [Portofolio](#)

Education:

Simon Fraser University *Sep 2022 – Apr 2027*

Bachelor of Science in Computing Science   Burnaby, BC

Skills:

- **Programming Languages:** HTML, CSS, JavaScript, C/C++, Python, Java, Dart
- **Frameworks & Libraries**: Node.js, React, Bootstrap, Flutter
- **Web Development:** WordPress, Responsive Design, SQL, PostgreSQL
- **Game Development:** Unreal Engine 5 (C++)
- **Data Analysis:** Python (Pandas, NumPy), Excel, SQL
- **UI/UX Design:** Figma, Adobe XD
- **Languages:** Fluent in English and Farsi

Experience:

Web and Mobile App Developer *Sep 2024 – Present*

Nexuswave Inc. (Freelance)

- Designed and developed cross-platform mobile apps for iOS and Android using React, Flutter, and Dart, ensuring a smooth user experience.
- Built responsive web applications using JavaScript, Node.js, SQL, and JSON, enhancing performance and scalability by 10%.
- Collaborated with clients to deliver tailored solutions, optimizing project workflows and improving application functionality.

Research Assistant (AI on Kidney Diseases) *Jan 2024 – Jul 2024*

Simon Fraser University

- Assisted in research focused on applying artificial intelligence to disease diagnosis and prediction.
- Improved disease diagnosis model accuracy by 15% through advanced machine learning techniques.
- Collaborated with a multidisciplinary team, contributing to data preparation, model tuning, and results interpretation.

Projects:

Web Development | Node.js SQL

- Developed web applications for clients like Jal-AB Trading Co. and EMRALL,
- Utilized Node.js for server-side functionality and implementing SQL databases to manage user data and application content efficiently.
- Ensured responsive design and smooth user experience across different platforms and devices.

FriendsBook | C++

- Built a C++ social networking platform to add, edit, delete, and search users efficiently.
- Used Linked Lists, Hash Maps, and Dynamic Arrays for data management, reducing memory usage by 9%.

Riscv Emulator | C/C++

- Created a framework to simulate RISC-V execution with a Disassembler for machine-to-assembly translation.
- Developed an Emulator for executing various RISC-V instructions and added support for custom instructions.

Simon Game | HTML CSS JavaScript

- Developed a classic Simon Game where players replicate a sequence of flashing colors.
- Implemented sequence generation and validation, with sound effects for each color.

Certifications:

- **Full Web Development (HTML, CSS, JS)** — udemy.com
- **Programming in C++** — Tehran Institute of Technology
- **Digital Marketing and Web Design (WordPress)** — MPT Academy, Austria
- **Unreal Engine 5 C++ Development** - udemy.com